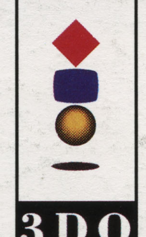
EDGE magazine

In association with

Panasonic

R·E·A·L



3DO INTERACTIVE MULTIPLAYER



Panasonic

An introduction to 3DO

Panasonic

An introduction to 3DO

EDGE magazine

It's A Whole New Game

Crystal Dynamics welcomes you to the 32-bit world with three new products.

Off-World Off-Road Racing

Off-World Interceptor

Brain Melting Space Combat!

Total Eclipse

The Horde

Hordlingus Basicus Eatemupeum

Crystal Dynamics

EDGE magazine



in conjunction with **Panasonic**

Welcome to 3DO

There's a new machine in town. 3DO will soon be available in shops up and down the UK. **Edge** thinks you should know about it

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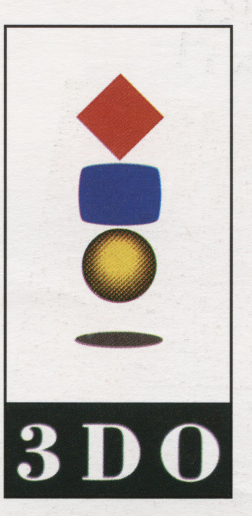
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When Panasonic's REAL 3DO Interactive Multiplayer System officially launches on 4 September, it will be one of the most powerful CD-based games machines you can buy. For around £400 you'll get a true 32bit RISC-based system that can process approximately six million instructions and move 64 million pixels every second. It comes with a double-speed CD drive and 3Mb of RAM. It can manipulate Kodak PhotoCDs with lightning speed, play audio CDs as well as most dedicated CD players, and can show video on CD – initially via CinePak software and later as MPEG1 Video.

But, of course, most people will want Panasonic's 3DO system to play 3DO games. And, after a shaky start with lame titles like *Mad Dog McCree* and *Battle Chess*, the system now plays host to some truly excellent games: *Crash 'n Burn*, *The Horde*, *John Madden NFL '94 Football*, and Japanese disc *Doctor Hauzer* show what 3DO can do. And we have yet to see things like *FIFA Soccer*, *Demolition Man* and *Star Trek: The Next Generation*.

So in this supplement we aim to show you what the 3DO is made of: what it can do and how it does it. Then when the FZ-1 Multiplayer hits the shelves in September, you'll know what to look for…

Introduction to 3DO

The first 3DO system is about to be launched in the UK. But where did it come from and what can it do?

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3DO INTERACTIVE MULTIPLAYER 3DO

The 3DO standard is the brainchild of **Trip Hawkins** – founder of Electronic Arts and now President and CEO of The 3DO Company.

Hawkins is a graduate of Harvard University, where he majored in Strategy and Applied Game Theory – a discipline of his own design. After four years with Apple Computers he founded EA in 1982. By 1993 EA had become the world's biggest thirdparty games manufacturer with annual revenues in excess of $350 million.

However, at the height of EA's success, Hawkins became frustrated by the necessity of having to develop across as many as 20 different formats, and also by the restrictive practices of the console giants Nintendo and Sega.

To this end he decided to establish a world standard for interactive hardware which could then be licensed to both hardware and software producers. In 1990 he formed The 3DO Company and managed to convince such diverse corporations as Matsushita, AT&T, Time Warner, MCA and his old company, EA, to invest in the 3DO dream. This they did – to the tune of $300 million – before a single 3DO player had been sold.

Trip Hawkins – the man who wants to make 3DO a global standard

Inside 3DO

The 3DO hardware was designed by **R J Mical** and **David Needle** – a successful double act whose credits include the Atari Lynx and much of the Commodore Amiga's architecture.

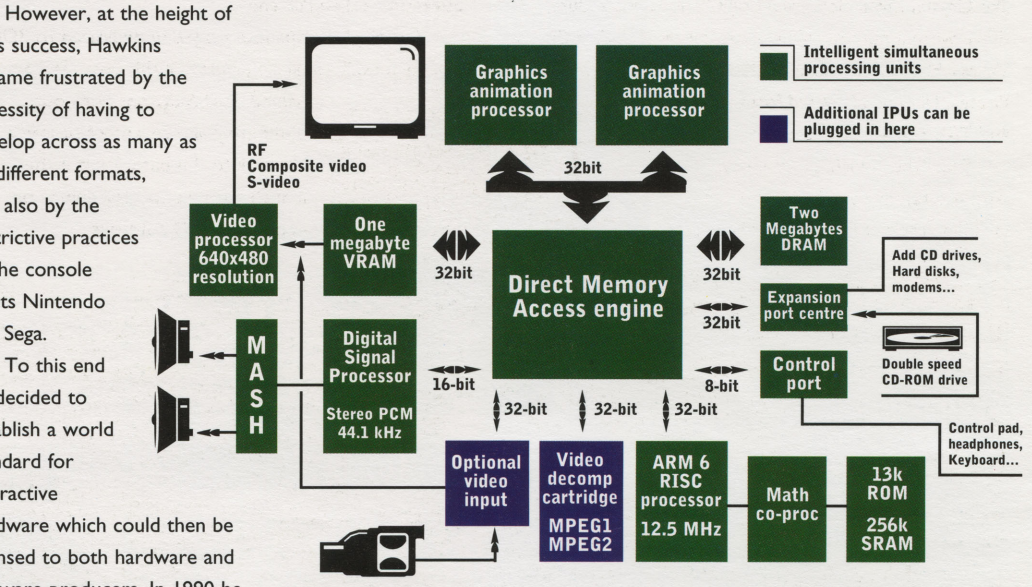
To provide the sort of power and interactivity that Trip Hawkins envisioned, at the heart of the 3DO system there lies a 32bit RISC (Reduced Instruction Set Computer) CPU which coordinates the entire network. While the CPU is running the game engine, twin graphics animation processors handle the visuals. By organising graphics into the digital equivalent of traditional animation cells, these twin processors can twist, warp, spin and distort graphic elements, make them transparent, cast shadows and so on.

A Dynamic Memory Access (DMA) engine which allows the swift and efficient transferral of data throughout the system completes the picture.

3DO is also designed to be expandable, so as well as an FMV cartridge (which enables you to play movies on CD), you can expect a range of 3DO peripherals.

Technical specification

CPU:	32bit ARM60 RISC processor running at 12.5MHz
Custom chips:	Twin graphics animation processors Direct Memory Access engine (up to 50Mb/sec)
Memory:	3Mb: 2Mb main RAM, 1Mb VRAM
SRAM:	32Kb (battery back-up)
ROM:	1Mb
DSP:	Custom 16bit Digital Signal Processor
Video output:	PAL version, full screen, 25 fps Composite video, S-Video, RF video (channel 21)
Screen resolution:	768 horizontal pixels by 576 vertical pixels
Colours:	Maximum 16.7 million; 32,000 as standard
Audio:	Stereo 16bit PCM (sampling @ 44.1kHz)
Storage:	CD-ROM drive 5inch (12cm) CD plus 3inch (8cm) CD single
Extra memory:	Via expansion port
I/O port Control port:	Low speed I/O: Dsub 9-pin x 1, daisychain system
Expansion port:	High speed I/O: 30-pin x 1
AV expansion port:	High speed AV I/O (Video CD adaptor): 68-pin x 1
System Dimensions:	(W x D x H) 11.2 x 10.6 x 3.5 inch (284 x 268 x 88mm)
Weight:	6.4lbs (2.9kg)
Power requirement:	230~240V AC
Power consumption:	30W



This diagram from The 3DO Company shows how 3DO's architecture is a mixture of 32bit RISC processing plus a DMA engine for high-speed data movement. Its custom animation engines light, warp, and rotate graphic 'cells'

UK **launch**

The UK (PAL) version of Panasonic's FZ-1 3DO system should hit stores towards the end of August, prior to the official launch at the European Computer Trade Show on 4 September.

A price has yet to be confirmed but Panasonic are hopeful that it will be less than £400 – which makes it a serious contender for Sega's Mega Drive plus Mega CD (£330) or Atari's Jaguar with its as-yet-unseen CD-drive (between £350 and £400).

The FZ-1 Multiplayer comes with a joypad, all the necessary leads, and a copy of Crystal Dynamics' *Total Eclipse*. This replaces *Crash 'n Burn*, which accompanied the US pack.

3DO titles start at £19.99, although the first batch of games will probably carry a £39.99 price tag. The discs will come in Mega CD-style cases, which are infinitely preferably to the US-style cardboard packs with plastic hinge and snap-lock.

Panasonic are still in negotiations with high street retailers such as HMV, although distributors ZCL have signed on to ship FZ-1 players to some 700 independent retailers, including their own Calculus stores.



UK games will appear in the Japanese-style cases (right) rather than the cardboard packs seen in the US (left)

3DO Japan

A major part of 3DO's success as a global standard lies in its performance in the Japanese market. In the words of the song, if they can make it there, they'll make it anywhere…

Fortunately for 3DO, the launch of Panasonic's FZ-1 Multiplayer in March went better than expected. Units were shipped to some 8,000 stores across Japan, accompanied by 11 titles. As well as US-sourced games like Crystal Dynamics' *Total Eclipse* and *Crash 'n Burn*, there were a number of Japanese games including the Wacky Races game, *Chiki Chiki Machine Race* from Future Pirates, *Ultraman Powered* from Bandai, and T&E SOFT's *Pebble Beach Golf Links*.

Since the launch, several new Japanese games have been released, including the excellent *Doctor Hauzer* from Riverhill Soft and the not-so-excellent *Tetsujin*, from Synergy. Whether these titles will make their way over to the UK remains to be seen.

However, Capcom and Konami have signed up to the 3DO cause, which lends real weight to the system. Capcom have just announced that their first title will be a 3DO version of *Super Street Fighter II*, and Konami already have one project underway – a Manga-esque adventure called *Policenauts*.

Amazingly, a Japanese magazine dedicated to 3DO has been available since January of this year. The sensibly named *3DO Magazine* goes out bi-monthly and recently featured a CD bound into the back (or is it the front?) page, containing demos of upcoming 3DO software.



With titles like *Doctor Hauzer* (top), the Japanese launch of 3DO proved a major crowd-puller (right). Capcom and Konami have promised their support – in fact, Konami's first 3DO game, *Policenauts*, is well under way (left)







As with VHS videos, the 3DO standard is set to appear on all makes of machine. Panasonic are ahead of the crowd with their FZ-1 (top), seen here sporting the MPEG Digital Video cart, but both Sanyo (middle) and AT&T (bottom) also have 3DO systems nearing completion

3DO on tour

Apart from coverage in magazines like Edge, Panasonic's 3DO machine is still something of an unknown quantity to the games playing public.

To rectify the situation, Panasonic have commissioned a huge 'Showliner' to be built as part of a 3DO roadshow. The 45ft juggernaut will be touring the country from 23 July up until the end of November, calling in on events such as the Fairford International Air Tattoo, Airbourne '94 and Earls Court's LIVE '94, ending the tour in Covent Garden, London.

The Showliner (which is shaped like the FZ-1 player) contains plenty of 3DO machines to give people 'hands-on' experience of 3DO.

For more details call the roadshow hotline on 0800 444220.

The **3DO** story

September 1991 The 3DO Company is officially formed.
October 1992 The first software licensee is signed.
November 1992 The first 3DO developers' conference is held – more than 500 people attend.
January 1993 3DO technology is unveiled at the Winter Consumer Electronics Show in Las Vegas. The 3DO Company announces its equity partners as Matsushita, Time Warner, Electronic Arts, MCA, AT&T and Kleiner Perkins Caufield & Byers.
February 1993 The first silicon version of the 3DO custom graphics chips are approved.
April 1993 400 Japanese programmers attend the first Japanese 3DO developers' conference.
May 1993 The 3DO Company is floated on the US stock exchange, raising $48.6 million.
June 1993 Custom chipsets are finalised, ready for mass production. At the Chicago CES, The 3DO Company announces that it has 17 licensees with 35 titles in development; that AT&T and Sanyo are to manufacture 3DO players; and that Atari and American Laser Games are to use 3DO technology in arcade machines.
July 1993 3DO Japan is formed to support Japanese hardware and software licensees.
October 1993 Panasonic's FZ-1 Multiplayer becomes available in US stores. US West select the 3DO system as the cable set-top box for network trials in Omaha.
December 1993 The 500th software licensee is signed. There are now over 200 titles in development, with 21 already completed.
6 January 1994 AT&T announce that they are to introduce their VoiceSpan modem technology to 3DO hardware platforms, allowing gamers to play – and speak to one another – over the phone lines.
22 February 1994 The suggested retail price of Panasonic's FZ-1 is cut by 28% from $699.95 to $499.
10 March 1994 Goldstar and Samsung sign on to become 3DO hardware manufacturers, and Creative Technology of Singapore plan to develop a 3DO-compatible PC card.
20 March 1994 Panasonic's FZ-1 player is launched in Japan. 50,000 units are shipped to around 8,000 stores nationwide and 11 titles are available. The FZ-1 costs ¥54,800 (£340) and meets with brisk sales.
11 April 1994 Toshiba jumps on the 3DO bandwagon, signing a deal to manufacture its own hardware, including a portable player that can be used in cars.
26 April 1994 The number of 3DO CDs produced passes the one million mark, encompassing 38 different titles.
28 April 1994 The first 3DO TV ads hit the US, during the 100th episode of The Simpsons.
4 September 1994 Panasonic's UK 3DO machine is launched at the European Computer Trade Show, at the Business Design Centre, Islington.

The Future of 3DO games

Edge gives you a glimpse over the 3DO horizon





Demolition Man

From: **Virgin Games**
Date: **Feb '95**

During the shooting of Demolition Man, Virgin Games gained permission to shoot footage of the movie sets and also persuaded Sylvester Stallone and Wesley Snipes to be filmed separately against a green screen.

The actors' movements were then digitally isolated and have ben incorporated into this *Operation Wolf*-style shoot 'em up.

Featuring movie clips interspersed with a Stallone's-eye-view of the action as he penetrates Snipes' hideout, *Demolition Man* looks like it could be one of the closest movie tie-ins of all time.



Cyberia

From: **Interplay**
Date: **Mid '95**

Hailed as 'the most realistic electronic cinema experience,' *Cyberia* is an espionage tale of epic proportions.

The player is drawn through a futuristic world of 3D locations, digitally captured animation and a music score by none other than Thomas Dolby.



Kingdom: The Far Reaches

From: **Interplay**
Date: **Nov '94**

Another game that takes full advantage of CD storage is Interplay's *Kingdom: The Far Reaches*, a ripping yarn of mediaeval derring-do.

But rather than present the action using traditional adventure graphics, the game plays like an interactive cartoon, with animated sequences pulled off disc. But just how it plays, of course, remains to be seen.

Virtuoso

From: **Elite**
Date: **Nov '94**



Elite are really going to town with *Virtuoso*, in which you play the part of a 21st century musician, in a world where music and virtual reality are the only escapes from urban life.

The digitised main character goes on a cyberfantasy exploration of a detailed 3D world filled with secret routes, robots, and rock 'n' roll.

Even 3DO designer **R J Mical**, is impressed: 'I am especially happy with some of the 3DO-specific effects in this program, where the programmer has gone beyond the lessons we teach and has discovered hardware and software magic of his own.'

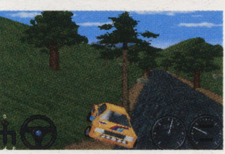
PowerSlide

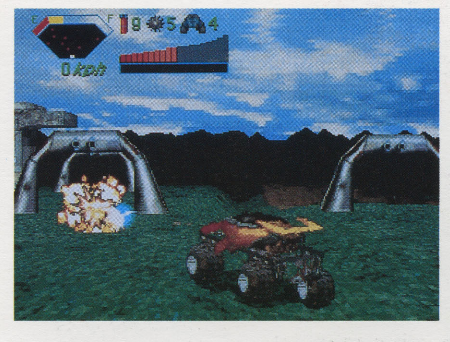
From: **Elite**
Date: **Nov '94**

Elite's *PowerSlide* is destined for the Super NES and PC, but the most impressive version will be the fully texture-mapped 3DO game.

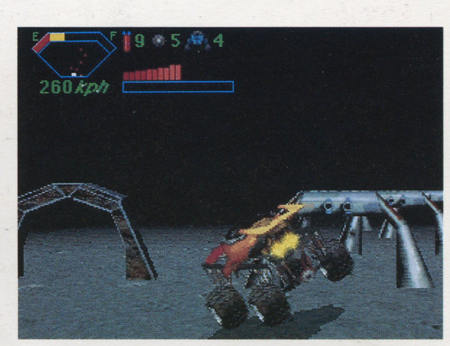
This racing simulation endeavours to replicate exactly how a rally car will handle, and Elite have even brought in an expert in car simulations to make sure the physics of the machine are handled correctly.









Off-World Interceptor

From: **Crystal Dynamics**
Date: **Late '94**

Employing the same graphics engine as *Total Eclipse* (Crystal Dynamics' proprietary Dynamic Coordination Mapping System), *Off-World Interceptor* should be nothing if not spectacular. Taking control of an extraterrestrial monster truck, the player goes on a bounty hunt to rid the universe of fugitives from justice. The game features nine different planets, littered with canyons, ramps, tunnels, and the ubiquitous end-of-level bosses.



FIFA International Soccer

From: **Electronic Arts**
Date: **Nov '94**

FIFA International Soccer started life as an experiment, when EA Canada's coders ported over the Mega Drive's game and graphics to see if they could do it. After just one month's work, the project got the full go-ahead!

FIFA is astonishing because it's entirely 3D – allowing you to view the action from any angle or distance. It's undecided, but in the game you may be able to select a roving camera view, or set up your own camera positions. Either way, it will be the best version to date.

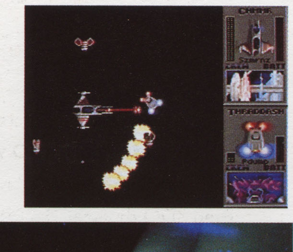


Dragon Tales

From: **Mindscape**
Date: **Mid '95**

Coded by Cryo, the same developers who produced *Mega Race*, *Dragon Tales* is a sumptuous looking adventure set in an age of knights and dragons.

Boasting rendered 3D panoramic vistas with 360-degree views, plus lifelike animation, *Dragon Tales* should be well worth the wait.

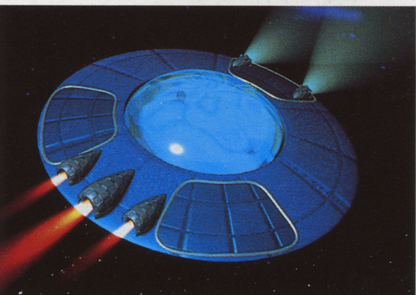


Star Control II

From: **Crystal Dynamics**
Date: **Early '95**

Accolade's *Star Control* game first appeared on 8bit computers and has since been expanded, upgraded and sequelled. And now the 3DO version – under the auspices of Crystal Dynamics – represents the culmination of those efforts, embellished with stunning rendered graphics, realistic animation and sampled speech.

Star Control II is an interplanetary odyssey in which the player tries to free the universe from the malevolent Ur-Quan Hierarchy in a series of *Asteroids*-style space battles.





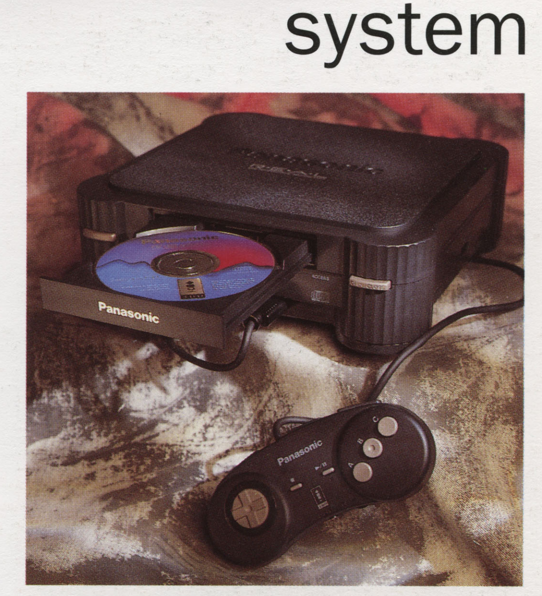
Night Trap

From: **Virgin Games**
Date: **Oct '94**

A conversion of the headline-making Mega CD game, *Night Trap* plays like an interactive movie, filled with smooth FMV footage. *Night Trap*'s female stars rely on you to trap the alien interlopers.

Win a Panasonic 3DO system

Win one of **three** Panasonic 3DO systems plus **20** special Panasonic jackets!



Live the 32bit dream with Panasonic's REAL 3DO Interactive Multiplayer, and a bunch of games to boot

Panasonic have kindly donated three 3DO machines plus 20 runners-up prizes of Panasonic jackets to the readers of this **Edge** supplement. So, to enter the exciting world of 32bit interactive entertainment, all you have to do is answer the five easy questions below and then complete the tie-breaker in no more than 20 words...

1 Which two men designed the 3DO system?
2 Which company makes *Shock Wave*?
3 When did 3DO first appear in Japan?
4 How heavy is Panasonic's FZ-1 machine?
5 Where will the 3DO roadshow be on 23 Sept?

Now complete the following tie-breaker in no more than 20 words...

'I think Panasonic's 3DO player is the REAL deal because...'

Got it? Right, jot down your answers on a postcard or the back of a sealed envelope. Include your name, address and telephone number if you have one, then send it to: **Panasonic/Edge competition, Panasonic House, Willoughby Road, Bracknell, Berks RG12 8FP**. And make sure it all arrives no later than the end of **November 1994**, otherwise the bin gets it.

RULES: No-one currently on the payroll of Panasonic, The 3DO Company or Future Publishing may enter. And no-one called Trip, either. Entries received after the closing date get binned. Panasonic's decision on the matter is, as expected, final.



presents

An EXCLUSIVE range of 3DO GAMING accessories

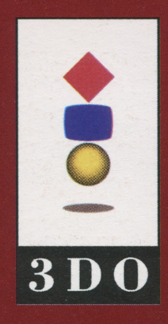
No. 1 in a Series: THE EA MOIST MULLET™

*After a period of **intense 3DO gaming**, why not take a break and **enjoy** a **rub down** with the **EA Moist Mullet**™. You'll return to the action refreshed, and ready for **hours more** spectacular **3DO action.***

5 Guineas

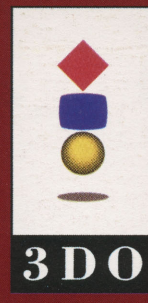
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For more information about EA's range of software for the 3DO™ Interactive Multiplayer™ syst

Electronic Arts also creates **software.** Choose from this **breathtaking** range of **3DO titles** for **games** that get **the most** from your **EA Moist Mullet**™.



1

ROAD RASH™

Motorcycle mania on the lawless streets of tomorrow. Race against America's most vicious biker scum, speeding through photo-realistic cityscapes at a frame rate unimaginable on anything but 3DO. The intense rock soundtrack features cutting-edge indie rock from Soundgarden, and there's nearly 30 minutes of video footage.

2

SHOCK WAVE™

Frightening 3-D combat as you battle to save the Earth from an armada of alien warships. Fly through a multitude of stunningly recreated landscapes, accompanied by CD sound effects and music. With over 20 minutes of full-screen video featuring live actors and computer-generated sets.

3

JOHN MADDEN FOOTBALL™

EA SPORTS™ advance the realism of their American Football classic into a whole new arena. The eye-popping pitches and stadia are rendered in 3-D, players are fully digitised and there's genuine NFL® film footage. Plus you've every current NFL® team and the all-time greats to choose from in the ultimate football sim.

4

SUPER WING COMMANDER™

The definitive space adventure from Origin® gains an extra dimension on 3DO. Pilot a host of human and alien ships on 72 seat-of-your-pants missions. Awesome cinematic sequences, superb 3-D graphics plus full character speech and a stereo score make this the decisive alien encounter.

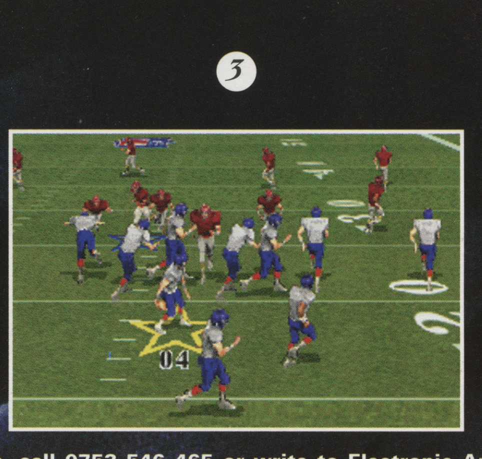
5

TWISTED GAMESHOW™

Forget Brucie – this gameshow's got it all. The host's smarmy, the games are barmy, there's glorious 3-D graphics and CD stereo sound. Take your pick from the digitised contestants, then lead them through the puzzles and pitfalls to the surprising prizes. It's a world of fun for 1 – 4 players.

ELECTRONIC ARTS – THE BIG FISH ON 3DO

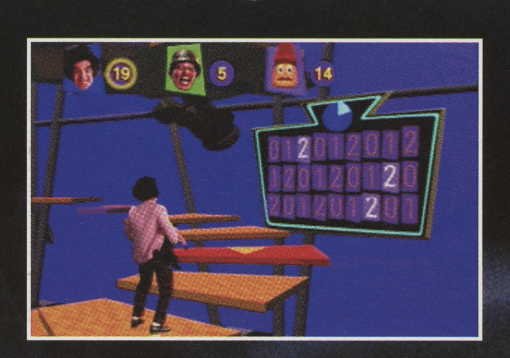
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4



5





The games to play on 3DO

When Panasonic's machine goes on sale, you'll have a choice of games. **Edge** picks ten of the best

Crystal Dynamics' *Crash 'n Burn* was one of the first games completed for the 3DO and came bundled with Panasonic's FZ-1 when it went on sale in the US. And, in much the same way that *F-Zero* showed what the SNES could do, *Crash 'n Burn* is a fine example of 32bit gaming.

The premise is simple: get around the twisting raceway by any means necessary. And if you can't outwit the opposition, outgun them.

From the outset, *Crash 'n Burn* really sets the agenda for 3DO, with video clips of the opposition, selection screens filled with lovely rendered hardware and, of course, the stunning ingame graphics. The 3D racetracks are beautifully designed and realised, with later courses boasting transparent tracks suspended in mid-air.

True, the cars don't handle that well, and the gameplay isn't exactly original, but *Crash 'n Burn* has many hidden depths and is great to show the console competition what your 3DO machine can do.

Crystal Dynamics swiftly followed up *Crash 'n Burn* with *Total Eclipse* – and if anyone had any doubts that 3DO is, in fact, a polygon powerhouse, *Total Eclipse* soon silenced them.

This time the player is carried across craggy planet surfaces and through cramped tunnels, on a shoot 'em up mission against rampaging hordes of aliens.

Again, the visuals are breathtaking: flying though lava-filled canyons while performing a barrel-roll is a wild experience. And unlike *Crash 'n Burn*, which used course coordinates pulled off CD, the texture-mapped worlds of Total Eclipse are rendered 'on the fly', so you can choose which gully to fly along, or which tunnel to take.

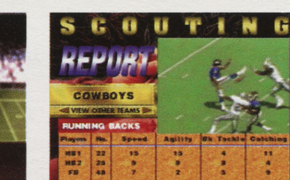
But while Crystal Dynamics seem to have 3D graphics off to a fine art, again the gameplay is questionable. Ship response could be better and collision detection – especially in the claustrophobic tunnels – is annoyingly inconsistent. It's also very tough and very unforgiving – it poses one hell of a challenge.

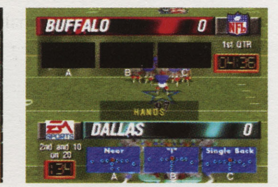
Still, you can't fail to like *Total Eclipse*. The graphics are truly amazing (play on a big TV and you'll be hooked) and die-hard gamers should be able to overcome its flaws in their quest for a satisfying blast.

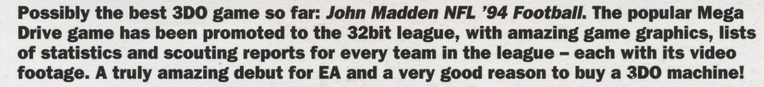
'Satisfying' is a word which can also be aptly put to use when discussing EA's classic game, *John Madden NFL '94 Football.* A risky but successful defence; a long ball straight to your receiver; a 30-yard running touchdown – there's nothing more satisfying than a well-planned and perfectly executed play.

Similarly, 'well-planned and perfectly executed' just about sums up this – probably the best 3DO game to date. It's quite possible that *John Madden* uses just about every trick in 3DO's book: tacked onto the already excellent gameplay are hours of digitised voice-overs, reams of video footage and presentation slick enough to





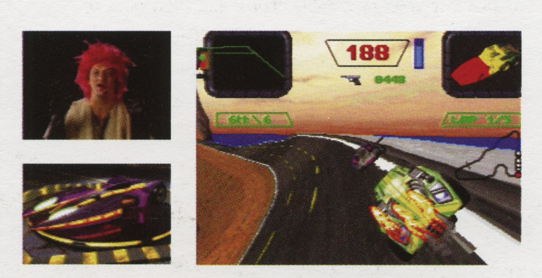



Possibly the best 3DO game so far: *John Madden NFL '94 Football*. The popular Mega Drive game has been promoted to the 32bit league, with amazing game graphics, lists of statistics and scouting reports for every team in the league – each with its video footage. A truly amazing debut for EA and a very good reason to buy a 3DO machine!





***Total Eclipse* has amazing graphics, the like of which have never been seen before – even on high-end PCs**



***Crash 'n Burn* sets the agenda for 3DO: video footage, rendered vehicles and stunning 3D racing action**

Another World is a curious blend of painterly backdrops and 2D polygon animation. But it's a combination that works well

coat a frying pan. And if that wasn't enough, the game graphics are glorious, with realistically animated sprites, an improved 3D gridiron, and a replay mode that defies belief. After an effective play, you can view the action from a number of vantage points, from behind the QB to perched below the stadium blimp.

There's very little to find fault within the game and, really, the only thing that might warn you off buying it is if you hate American football. But you'd have to loathe it with a vengeance to miss out on this.

After the ever-so-slightly dreadful *Battle Chess*, Interplay have redeemed themselves with a superior version of *Another World* – the innovative adventure by French coder Eric Chahi.

Another World (also known as *Out Of This World* outside the UK) sets 2D polygonal characters against static backdrops, providing an unusual but extremely convincing stage for this tale of a man blasted through time and space to, well, another world.

But in the conversion from 16 to 32bit, it has gained in speed and in colour: the fluidly animated humanoids are even more fluid, and the previously basic scenery has been upgraded to full 256-colour landscapes. The gameplay remains unchanged, but then *Another World* always was more of an interactive cartoon than a game anyway, with simple tests of reaction and ingenious trial-and-error problems.

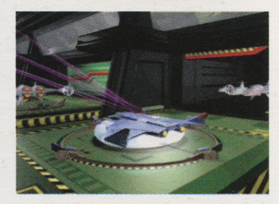
Okay, it suffers from being all too brief, and passwords only serve to shorten its lifespan; but gamers new to its delights certainly won't regret the investment.

Another conversion of a popular title – this time from the PC – is *Super Wing Commander* from Electronic Arts. The original has appeared on many different systems and been sequelled twice, but it's never quite made the impression it now does on 3DO.

Super Wing Commander has appeared on many different systems, but it's never quite made the impression it does on 3DO

Played against a backdrop of interstellar conflict between the Confederation and the evil Dralthi, *SWC* is basically an excuse for some close-quarters dogfighting and the occasional Star Cruiser strafing session. However, 72 different missions – each with its own plot and conclusion – mean that the game only reveals all its secrets to those who stick at it.





3DO *Super Wing Commander* is the most impressive version of this deep-space dogfighter to date. Improved ingame visuals and a whole host of animated sequences really set the pulse racing

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Young Chauncey (US actor Kirk Cameron) combats *The Horde* with his mighty sword Grimthwacker. The harvest goes to pay for taxes – and a little hired help

Missions are apportioned depending on how well you're doing – so it's possible to finish the game having only played around 40 missions. But then this merely means you can play it again and, chances are, it'll be a whole different story.

Improved ingame graphics (enemy ships now scale smoothly into view thanks to the 3DO's custom hardware) plus cinematic cut scenes make the action all that more believable; all that more difficult to ignore.

A truly original 3DO game – both in lineage and concept – is Crystal Dynamics' *The Horde*. Played like a cross between *Sim City* and *Zelda*, the player is tasked with building up his homestead, while fending off regular attacks from the eponymous Horde.

These seemingly insatiable creatures come scuttling across your land, eating your crops, your cows, your people even, and it's up to you to despatch them before they do too much damage.

Money is earned from defeating Hordlings and from harvesting your remaining crops, and then goes to provide investment for the next season. So it's a constant battle to keep your head above water, combatting the hooligan Horde while fending off the evil chancellor's taxes.

The Horde could quite easily have been written for any 16bit console – it doesn't really push the 3DO too hard – but what's here is clean and good looking. The game is kicked off with a lengthy FMV intro and there are intermission scenes featuring rendered Hordlings in

Continued next page

Continued

humorous cameos.

It's certainly not a must-buy, but once you start playing, *The Horde* will you have battling away for ages.

Another EA classic getting the 3DO treatment is the old Mega Drive favourite, *Road Rash*. And if gamers were impressed by the silky-smooth but barren roadway of the Sega cart, they'll be blown away by the detailed urban racetracks provided here.

As with the original game, the primary objective is to win the race; and if this means clobbering some of the opposition with a bike chain, then so be it. This is no thinking man's game, but if it's adrenaline-pumping arcade action you're after, this is it.

Games like this rely so much on a visual key: the more believable the graphics, the more responsive the player when he falls under a car, or smacks into a lamppost. And in that respect, *Road Rash* delivers in spades. Houses, pedestrians, cars and other racegoers all stream past with alarming realism – and when your bike leaves the road, there's a definite second or two where your respiratory functions momentarily cease…

Continuing the racing theme, Mindscape are releasing *Mega Race* – a conversion of the successful PC CD-ROM game.







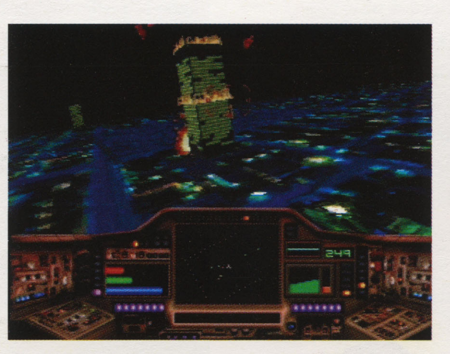
Road Rash **boasts astonishing roadway graphics with lavish detail and some very believable tunnels and hills. It also contains indie rock soundtracks from A&M artists like Soundgarden, Therapy? and Paw**

Mega Race takes a different slant to *Road Rash* in that, rather than the course being created as you go along, every single frame of the action has been prerendered using *3D Studio* on the PC and stored on CD. So every course – and there are 17 of them – runs as full-motion video in the background, while the player's car, and those of the opposition, are overlaid as sprites.

Not the most interactive environment, you might think, but French developers Cryo have successfully married the two together to create an effective driving simulation. And, if nothing else, the course scenes, which take you underwater and into space, are little short of spectacular! In fact, the whole package is a video tour de force, featuring a *huge* introductory movie, combining futuristic scenes plus real footage of Lance Boyle – zany host of the *Mega Race* TV show.

Most 3DO titles seem to play host to extensive video intros, but the most impressive of all has to be the stunning sequence which kicks off EA's *Shock Wave*. Boasting a cast of real actors, Hollywood production values and the most glorious rendered spaceships, it's almost worth buying just for the intro.

Sadly the game doesn't quite match the visual splendour of the FMV footage – but it comes a close second. Taking the part of a rookie pilot, you are sent on a series of sorties to despatch the alien aggressors who have invaded our beloved Earth. So, instead of *Total Eclipse*-style alien scenery, you find yourself flying over recognisable cities such as Los Angeles and Cairo.





EA's *Shock Wave* is a believable mixture of 3D alien-bashing, punctuated by glorious FMV space sequences

The seek and destroy action is pretty straightforward – but the graphics are splendidly realised, with detailed, texture-mapped landscapes and 3D alien vessels. And the whole thing is tied together by more video footage of your wingmen (and women) who provide information vital to the success of your mission.

Electronic Arts have taken the video theme to its logical extreme with *Twisted*. Now this really is a videogame in the full sense of the word, presented and played just like a madcap TV game show, with host, hostess and over-the-top contestants.

Designed for play by a group of people, *Twisted* provides each player with an onscreen alter ego – displayed using FMV overlaid on slickly rendered backgrounds. The participants each take turns to 'throw' the electronic dice and move around a spiral board. Depending where your character lands the player then has to successfully complete a task: escape the Wheel Of Torture; answer trivia questions; pair up pictures; etc.

As a concept, *Twisted* is very original. It's also flawlessly presented and, played in the right frame of mind, good fun. The novelty might wear off after a few sessions, but it's a commendable attempt to provide a genuinely innovative 3DO experience.



Play *Twisted* and you're taking part in a weird TV game show, where the aim is to win a trip back to reality. Take it in turns to move up the spiral board, facing challenges such as the dreaded Wheel Of Torture!



Mega Race **is a virtual contest, taking place within a futuristic TV programme. Star of the show is barmy Lance Boyle, who cheesy-grins his way through the rules and introduces each race. The superb roadways are prerendered and streamed off CD as you play**

Edge order of merit

Without doubt, these ten titles promise the best 3DO gaming you'll get when Panasonic's 3DO debuts in the UK.

But to make your buying decision that little bit easier, we've sorted them into order of merit, starting with the best…

1 – John Madden NFL '94 Football
2 – Road Rash
3 – Crash 'n Burn
4 – Total Eclipse
5 – Another World
6 – Super Wing Commander
7 – The Horde
8 – Shock Wave
9 – Mega Race
10 – Twisted





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9-10th August
Lakeside Thurrock *Essex*

12-14th August
Northampton Balloon Festival

17-21st August
Airborne '94 *Eastbourne*

24-27th August
Dartmouth Royal Regatta

29-30th August
Aintree Show

1st Sept
Bucks Show *Aylesbury* TBC

3-4th Sept
Sheffield Show

7-13th Sept
Chessington World of Adventures

21-25th Sept
LIVE '94, Earls Court *London*

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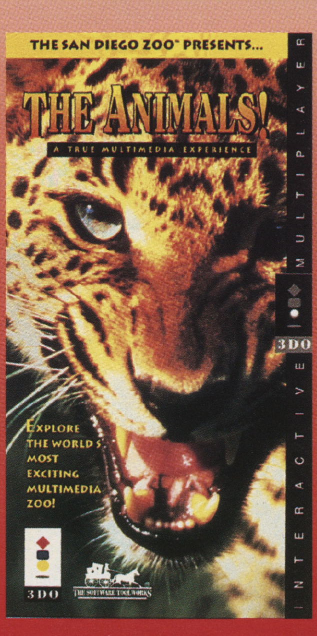
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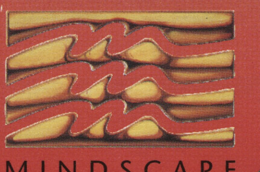
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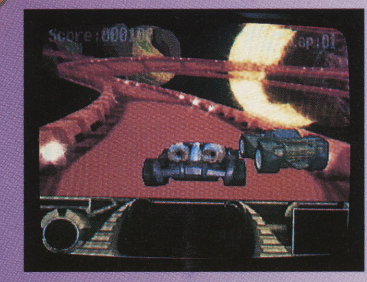
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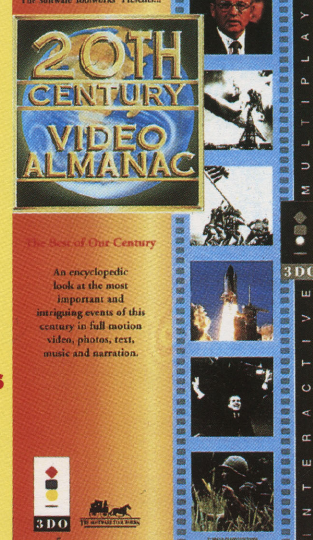








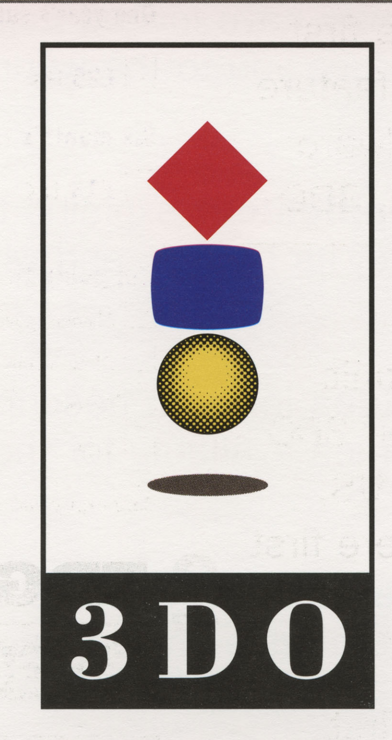
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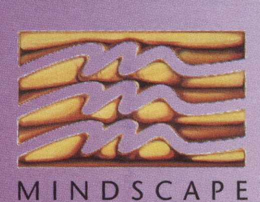


MEGARACE

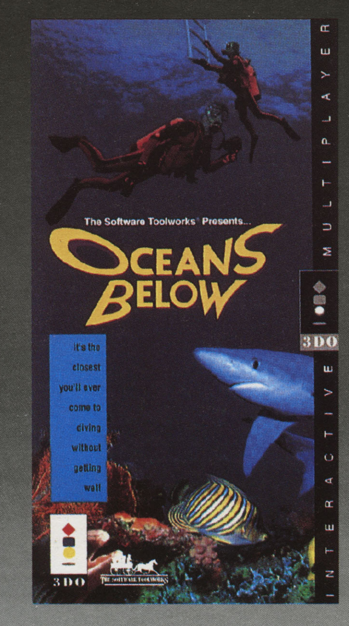
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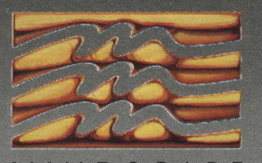






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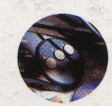
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